## Associate Judge Beaverton Municipal Court City of Beaverton

The City of Beaverton is seeking a qualified attorney to perform judicial activities for the Beaverton Municipal Court. This Court is one of the busiest in Oregon, and one of the most technologically advanced. The Court operates a number of programs designed to improve the community, such as a highly regard DUII intervention program. The Court innovates in a number of areas and influences statewide legislation.

The Associate Judge is a 32-hour per week position supervised by the Municipal Judge and accountable to the City Council. The work requires the exercise of considerable independent, analytical and evaluative judgment. The Associate Judge is responsible for applying relevant Supreme Court Rules, State statutes, City ordinances, and case law when presiding over bench and jury trials, pre-trial conferences, arraignments, motions and other hearings. The Associate Judge is responsible for imposing sentences commensurate to offenses and within the parameters allowed by law.

Qualifications include a Juris Doctor law degree and a minimum of five years' experience in the area of municipal law, trial experience, as an administrative hearings officer, arbitrator or judge, or an equivalent combination of experience and training that demonstrates the required knowledge, skills and abilities. Use of computer systems during court proceedings is required. Member in good standing with the Oregon State Bar is required. The position description is posted at www.beavertonoregon.gov/jobs. \$7913.24 per month for .8 FTE.

The City of Beaverton provides a comprehensive benefits package including but not limited to medical, dental, vision and life insurance; PERS paid by the city, 457 deferred compensation plan, vacation and sick leave. Apply online at <a href="https://www.beavertonoregon.gov">www.beavertonoregon.gov</a>, or obtain a paper application at Beaverton City Hall, 12725 SW Millikan Way, Beaverton, OR 97076. Closing date: March 31, 2015. EEO/M/D/V